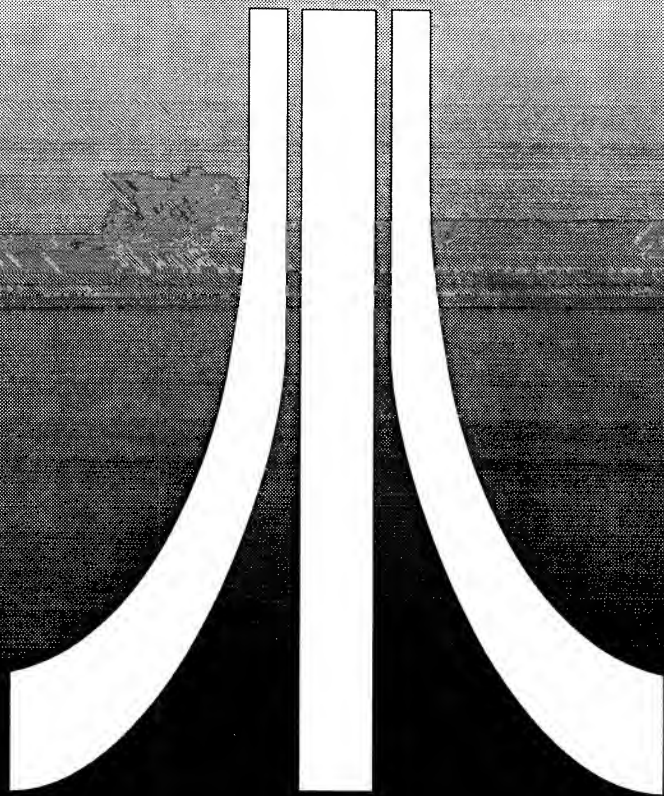


*N*orthern *O*hio *A*tari *H*elpers



Newsnotes

March 1990 • Vol. 1, No. 5

\$ 1.00 / \$ 2.50 with Disk

# The Editor's Corner



This newsletter continues to grow at an amazing rate. When I took over layout duties for last month's issue, the newsletter grew from 12 pages to 16. Now, this issue runs 24 pages, including the new 8-bit newsletter which is included as a 4-page insert. If this trend keeps up, the running joke among the editors has been that we may become the "Midwest Current Notes."

One article in this issue was included due to overwhelming interest—this month's "Tricks and Tips" column deals with using a multisync monitor with your ST. Doug specifically requested me to include an article about multisync monitors after my own NEC 3D monitor drew such strong interest at last month's user group meeting. The article, written by Bill Price, was downloaded from GENie and

provides a wealth of information on multisync monitors and the ST.

It is encouraging to see so many people interested not only in coming to learn about their computer, but also eager and excited to help in any way that they can. The desire to help others understand and enjoy computers was one of the "unwritten rules" for the original hackers, back when the word "Hacker" had good connotations rather than bad. I'm glad to see the tradition of helping others continue.

As the user group continues to grow and benefit from members' contributions, so has the N.O.A.H. Newsnotes. I hope that both trends continue, as a strong and healthy user group can do nothing but help us all make better use of our Atari computers. Until next month, happy computing! □

## In This Issue:

N.O.A.H. News  
Publishing Pointers  
On Target  
Tricks and Tips  
Calendar of Events  
Rumor Mill  
8-Bit News

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## SPECIAL COVER DISK!

Been searching for a good disk cataloger for the ST? Well, we found it for you! Or should we say Rick Ortman did? Check out the cataloger program on this month's special cover disk. Thanks go to Rick Ortman who wrote this one in GFA Basic.

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# N.O.A.H. News

Lots of news to talk about this month so let's get to it. First I would like to thank Kevin Steele for the February Meeting's demonstration on PageStream. He took us through the entire creation of our newsletter from start to finish teaching us all some tricks along the way. Many of the people who came to the meeting afraid of any DTP program, left with a little more confidence and a commitment to at least go try one more time. Such was his ability to help others that we have decided on a couple of things. First, Kevin will be back in the near future to continue the demonstration on PageStream. Second, we will be breaking the meeting up after the main demonstrations into segments with specialized areas of interest such as DTP, Data Bases, etc. with a member who is fairly proficient in each area to help out. These won't be long sessions but around a half of an hour just to everyone with a particularly bothersome question or two.

Many thanks to all the people who volunteered to help, both with the newsletter and the PD library. A special thanks to Kevin Steele, Ken Vargo and Carol Paladin for volunteering so quickly. With people such as these, we can't do anything but get bigger and better!

Coming in the next few months will be a splinter of our group devoted to Atari 8-bit. This group will be headed by Ken Vargo and Glenn Gallagher. Both of these guys go back to the very early days of the 8-bit machine. We will be setting up an 8-bit system at the store for those who wish to avail themselves of the PD library which is being set up by Glenn. More on this next month.

Another word or two about Ken. He comes to us after a successful year as one of the editors of CleveAtari Newsletter. He joins our staff as an assistant editor to Kevin and myself. I know he will be a major influence here and you will appreciate his additions to this publication.

On to new business. This month's demonstration is being conducted by Jack Swisher. This is a man who knows DBMan like the back of his hand. I have called upon him more than a few times to help in making a program do something it wasn't intended to do and, swish(er), magic happens. I think we will want to ask him to be one of those people who heads a special interest group at the end of the meetings.

Coming in April: Kevin, the man for all seasons, Steele will give us what promises to be a "nail 'em to their seats" demo on the Spectre GCR. He will be aided by Frank Schmac, who uses a Mac II to do just about everything. By the time of this meeting, we should have set up a few other people along with our featured person. These include some Shareware authors and manufacturer's representatives. Though tentative, it should happen.

One more thing: anyone with any idea or suggestion concerning this newsletter or the meetings should speak up. Everyone's input is welcome. All questions or comments can either be sent to NERD BBS at 582-1904 or called in to the store at 845-6260. If you want to mail it in send it to:

A A A Video Repair & Computers  
5538 Pearl Rd.  
Parma, Ohio 44129  
Attn: Doug

Thanks to all for coming and have a good time. ☐

A A A Video Manager



# SPRINGTIME TUNEUP SPECIALS

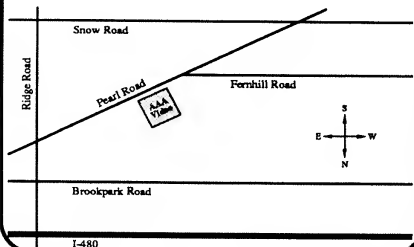
Well, it's time once again to get ready for summer. For most of us that means that we need to get the lawn mower's oil changed, clean up all the branches from a very windy winter and do the ritualistic 'spring cleaning' of the house.

Now is the time to also consider cleaning the VCR, cleaning and checking the alignment on the disk drive(s) and maybe even getting that second VCR that's been sitting in the corner put back into shape.

With this in mind, here's a few coupons to help ease the money crunch. All are good through May 30th, 1990 at A A Video Repair & Computers. We also repair Microwave Ovens, Stereos, Auto Radios, Computers and most other electronic equipment.

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Offer expires 05/30/90

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**\$6.99**

Reg: \$13.95

Offer Expires 05/30/90

# Publishing Pointers



## From Ascenders to X-Height: Learning The Lingo

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### Beware: Tech-Talk Territory!

When you purchase a desktop publishing program, you suddenly find yourself confronted by a bewildering barrage of new terms. Just like buying a computer meant coming to grips with tech-talk words like "kilobyte," "RAM," and "booting," buying a desktop publishing program means coming to grips with the lingo of the publishing trade. While the vast majority of publishing terms can simply be overlooked until needed, some will come right out and bite you. In this article, I'll try and explain the basic terms you'll need to understand to get up to speed with your DTP program.

### From A to Z: Publishing Terminology

Below are a number of words and phrases that are associated with publishing, and desktop publishing. I'm not going to cover all the lingo, just a few of the publishing phrases you'll find in your desktop publishing program.

**Ascenders**—The part of a character that extends above the top of lower-case letters, such as the top of the character "h" or "b".

**Baseline**—The imaginary line that text sits on. Certain characters, such as lower case y's and j's go below the baseline. The part of a character that goes under the line is called a *descender*.

**Bit-Mapped**—Clip-art that is made up of little dots is referred to as *bit-mapped* graphics. Degas and IMG pictures are examples of bit-mapped graphics.

**Body Text**—The main text of your document. Headlines and such are referred to as *Display Text*.

**Bullet**—A small character (such as this: •), that is used to highlight the beginning of a block of text. Bullets are usually used to mark the beginning of blocks of text that are part of a list.

**Call-Out**—A caption for a picture, or a quotation pulled out of an article and highlighted.

**Copy Fitting**—The process of fitting text on a page. Desktop publishing allows you to easily fit text to a page, since you can quickly change the text's font, line spacing, and justification.

**Crop/Registration Marks**—These are special marks that are mainly used when you wish to take your finished project to a professional printer. *Crop Marks* indicate where to trim the paper after it has been printed. *Registration Marks* are used by the printer to align paper for multiple runs through the printer, usually to produce multi-color pages.

**Dingbats**—Small clip art, usually used within text. Usually, a dingbat is created from a special font that contains nothing but little pictures. *Bullets* are a good example of dingbats.

**Dummy**—A rough mock-up of what your final page will look like. This is usually done when the final product will involve complex printing processes, such as multiple colors or special trims.

**Flush Right/Left**—Text that is *Flush Left* is aligned along the left edge of the column in which it is being placed. *Flush Right* text is aligned along the right side. *Flush left* text is also referred to as *Ragged Right*, and *flush right* is referred to as *Ragged Left*, as the opposite edge of the column in both cases is not smoothly aligned. Text that is aligned along both sides of a column is referred to as *Justified* text.

**Font**—The special characteristics that mark one style of text from another. Compare *Avant Garde* to *Helvetica*—these are two different *fonts*. In the past, fonts used to in-

clude the point size—12 point Helvetica was different from 15 point Helvetica. With the invention of desktop publishing, the term *font* simply refers to the *type face*, or style of text.

**Greking**—When a desktop publishing displays text on-screen, trying to represent extra-large or extra-small text can slow down the display speed. *Greking* allows the computer to represent large or small text as boxes rather than trying to accurately show the font.

**Guideline**—Usually, this is a small non-reproducible line drawn on a page layout to help in aligning page elements. With desktop publishing, this can be done in the computer rather than on paper.

**Hairline**—A thin line, or *rule*, usually used to separate text columns. A hairline rule is usually the thinnest line that can be reproduced by the printing method being used.

**Justification**—When text is set within a column both flush left and flush right, it is considered *Justified*. Usually, small amounts of space are inserted in the line to “pad” the line so that it fills the entire column width.

**Kerning**—Minute adjustment to the spacing between certain pairs of characters is called *Kerning*. For example, “AV” should be kerned closer together because of the amount of white space inbetween the characters. Thus, “A V” becomes “AV”.

**Leading**—The amount of white space inbetween lines of text is referred to as *Leading* (pronounced Led-ding). It is measured, like text, in points. For example, 11 point text that has 2 points of white space between the lines is said to have 13 points of leading. The line spacing for the text would be referred to as 11/13, or 11 point text with 13 points of leading.

**Object-Oriented**—Clip art that is built by combining arcs, circles, boxes, etc. is referred to as *object-oriented*. The file is nothing more than instructions on building the picture, and thus can be re-sized without loss of detail, and printed at the best printer resolution possible.

**Pasteup**—The final, camera-ready document, complete with crop and registration marks, if necessary.

**Point**—A measure equal to 1/72 of an inch. Text size and spacing is usually measured in points.

**Postscript**—A special computer language used for page definition. A Postscript printer is usually a computer in itself, complete with built-in programming language known as Postscript. Most commercial typesetters now use Postscript interpreters, meaning that you can print your document to disk in Postscript format, then have it professionally typeset.

**Rule**—A line used to separate parts of a document. For example, a rule is often used to separate the title of a newsletter from the text on the front page.

**Separation**—Multiple-color documents are usually created by printing one color at a time. A *Separation* is a page layout containing only those elements that are a certain color. By printing several separations on a page, you can produce multiple-colored documents.

**Serif/Sans Serif**—These are the two major font families. *Serif* fonts usually have “frills” on the characters, such as the small “flares” on the bottom of certain characters such as “T” or “F”. *Sans-Serif* fonts are generally considered easier to read in body text. *Sans-Serif* fonts do not have frills, and are usually considered more clean and modern looking.

**X-Height**—The *x-height* of a font is the height of a lower case “x”. This measurement gives a more accurate indication of the size of a font, as it does not include the height of ascenders and descenders, which can dramatically alter the actual height of text between fonts.

Well, this is has been a very brief listing of some important terms. I’ll be bringing more up on a “need-to-know” basis in this column. These terms should help to get you “up to speed” in the field of desktop publishing. Next month, I’ll be covering some of the basic elements of page design. □

# On Target

## with S.T.O.S.

by Gary "Archer" Turton



Welcome to "On Target," a monthly column that will be devoted to programming in S.T.O.S. First of all, let's get familiar with the program, how it works, and how easy it is to use.

### The Game Creator

For those who have never heard of STOS, it is a very simple to use, but highly powerful Basic language. STOS is named the "Game Creator", which is true, but don't believe that this is the limit of its usage. In my opinion, STOS is by far the best Basic programming language for the Atari ST. Before I switched to STOS, I was programming in GFA Basic, which is a great language. After one sitting with STOS however, GFA Basic has collected dust. Now don't get me wrong, GFA is an excellent program, but I do challenge all GFA programmers to at least try STOS. This issue, we will take a look at the basic package of STOS.

### What's Inside?

The basic S.T.O.S. package comes with 3 unprotected disks. This is so that you can install the program on your hard drive with all accessories. PLEASE...respect the programmers' rights!

Disk one holds the STOS Program, accessory programs, and data. Disk two holds graphic art and pictures for use in demos and programs. Finally, disk three holds three ready-to-play games that you can tear into the code and see how the program works! Along with this comes a huge manual on the program's main functions.

The extraordinary thing about STOS is that you can load STOS accessories (like GEM Desk Accessories) and can use them without losing your current program. STOS also has 4 work screens. You can actually load and work on 4 programs at the same time. I know, I know, who works on more than one program in one sitting?

I have an example I know all programmers can relate to: you are working on a program and need to test a PRINT USING statement or get the SCAN code for a KEY. With STOS, you press HELP, select work screen 2 by pressing the down arrow key, press home again and you're in work screen two. Test your one or two line program (yes, you can run it), and when you're finished erase it, go back to work screen 1, and you're back to your untouched program that you never even had to bother saving.

How about merging files? Load in two programs, one in workscreen 1, another in 2, then go to workscreen 3:

```
GRAB 1,10-100:GRAB 2,100-200
```

I have just merged parts of program 1 with parts of program 2 into a new program in workscreen 3. The possibilities are endless.

STOS also lets you switch between low and medium resolutions in or out of your program by typing:

```
MODE 0 for Low Res  
MODE 1 for Med Res
```

### Programming With STOS

I think that STOS is a hard program to describe in a single article. The sophistication of the program, along with its easy, down-to-earth programming style, makes it hard to believe without seeing. The code follows the original Basic structure:

```
10 CLS  
20 PRINT "Hello"  
30 GOTO 10
```

This lets any Basic programmer jump right in and start writing programs. After the basics are done, STOS takes you into the future with remarkable speed moving sprites, loading pictures, printing text, or whatever you want to program. Here's another example:

```
10 SPRITE 1,10,10,1  
20 MOVE X, 1 " (1,1,100) L"  
30 ANIM 1, " (1,4) (2,4) (3,4) (4,4) L"  
40 ANIM ON:MOVE ON
```

What this example does is, in line 10, it places sprite #1 on the screen at x,y location 10,10 (the 1 on the end will be explained later). Line 20 tells STOS to move that sprite, horizontally 1 pixel at a time at a rate of 1, do that 100 times, then (L)oop (do it over and over). Concurrently with that operation, animate sprite #1 with frames (designed with a sprite making accessory that comes with STOS) 1,2,3,4 at a time rate of 4, then (L)oop. We now turn on the Move and ANIM and we have animated a man walking back and forth on the screen.

Oh, by the way, that 1 at the end of the sprite statement was what FRAME (picture) we wanted to start with. I will go into more detail when we get into graphics, but this was just to show you how powerful STOS is. By the way, did I mention that STOS will keep that man walking on the screen for you while you can go on to other things in your program? Well, it does! Along with music

(digitized if you wish!), and you just have to worry about the collision detects or whatever.

### Now How Much Would You Pay?

Now that I have all gotten the attention of all you programmers out there, I will get you with the kicker, the fact that can you get it all for about \$50. As I said, STOS is one, if not the best, most powerful, most economical Basic languages available for the Atari ST. Next month, we will look at STOS's accessory programs and some of the commands that set STOS apart from other Basic languages. Until next month, keep your programming "On Target." □



---

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## ST Autotracing?

Maxwell Computer Products has released the first outlining program for the ST, **SILHOUETTE**. Silhouette produces vector graphic files in the form of GEM metafiles from Degas or IMG raster files. Converting raster files to vector graphic files lets Linotype machines produce the image at very high resolutions, and gives you more flexibility in modifying images—a promising accessory for desktop publishing projects. Silhouette, \$49.95 [Maxwell CPU, 5007 W. Baseline, Lafayette, CO 80026, (303) 666-7754]

## Turbo ST Challenger

A new program has appeared to challenge Turbo ST's "software blitter" market niche. Quick ST II, a new commercial version of the shareware graphics accelerator by Darek Mihocka, is now available. The program boasts screen re-draw speeds roughly equal to those of Turbo ST, and throws in the ability to install a custom fill pattern or a Degas picture on the desktop. The program uses a meager 20k of memory (add 32k if you want a Degas picture on the desktop), and is now available for only \$19.95. A future update will offer the ability to change the system font. [Branch Always Software, Box 2624, Station B, Kitchener, Ontario Canada, N2H 6N2, (519) 747-0386]

## New ST Magazine

For those of you mourning the loss of ST-Log, ANALOG, and ST-Express, cry no longer. A new ST magazine is due to appear on the scene soon. *ST Journal* is a new magazine for the ST, slated to appear this month with an April cover date. Created by Quill Publishing, and headed by editor Tim Lewis, this magazine promises to be a more conservative, business applications-oriented type of magazine, and will include articles from such notable ST authorities as Norman Weinress, Andrew Reese (ex-editor of Start), and Jim Allen. The first issue should be sent out to about 10,000 ST owners.

## PC Ditto II Fix

It appears the painful birth pains of PC Ditto II may be subsiding—the major problem with the board was a strange interaction between the PC Ditto II board and certain MMU's on the ST. Once again, it seems a hardware add-on for the ST has actually pushed some ST's "over the edge," so to speak. Anyway, it seems that by simply swapping the PAL chip on the PC Ditto II board with a new replacement PAL, the elusive problem can be fixed. There are still scattered rumors of the board still having strange problems with the blitter in some Mega STs. Judging from the number of

kludges Atari has used to fix "marginal" blitters in certain Mega board revisions, it's no wonder...stay tuned, we'll keep you up to date on what happens.

## Another ST Word Processor?

Yup, a new ST word processor called *Script* is due out in England soon, with a release date in the United States shortly thereafter. This word processor is supposedly based on MacWrite, a favorite word processor for the Macintosh. Signa, the designers of Script, have included multiple fonts and a very fast screen display. It should also have a very reasonable price tag, as well.

## Revolution Update

In case you didn't know, Donald A. Thomas, President of Artisan Software and creator of the Revolution™, was *hired* by Atari! He now presides over phone sales of the Portfolio. With Donald Thomas now working for Atari, the question was raised about whether the Revolution would continue. According to Mr. Thomas, the answer is *yes*. The Revolution was created to promote the ST and 8-bit line of computers, not the PC-compatible ones. The need remains to promote Atari computers as both personal and business computing solutions. With user support, perhaps 1990 can be the true "Year of Atari." □

# This and That

(or: a slow month for gamers)

by Rick Gridley

Well, here it is—another month, and none of the games that I wanted to review have been released, although I should have Ultima V in a few days. Starflight's price has been posted, so it's due very soon. Lucasfilm promises "Their Finest Hour, the Battle of Britain" by month's end. Things are looking up.

Looking back over the past six months or so, we have seen the release of many fine, quality games for the ST. One of my favorites is Red Storm Rising from Microprose. Red Storm Rising is based on the #1 best-selling book by Tom Clancy, who also wrote The Hunt For Red October.

## Red Storm Rising

Red Storm Rising casts you as an American nuclear attack submarine commander during World War III. You orders are to keep the North Atlantic clear of Warsaw Pact forces, so that supplies and reinforcements can reach the European mainland.

The game has four different levels to keep everyone from beginners to experts happy. Excellent graphics, sound and

documentation enhance the pleasure of playing this masterpiece. In fact, the packaging and documentation of the game rivals many business programs that I have bought. Highly recommended for adult gaming.

## Pirates

Microprose also released Pirates for the ST a few months back. In its earlier release in C64 and MS-DOS formats, the game received rave reviews and the ST version is even better, mainly due to the mouse interface. It's a very easy game to play, but being easy to play does not mean that there is a lack of depth to the game.

In Pirates we have the best blend of simulation and role-playing that I have seen on the market. You learn and explore the world of 17th Century pirates in the Caribbean. The game boasts and delivers ship battles, land conquests, fencing, sailing, plundering, trading, negotiating, forging alliances, treasure-hunts, and more. One can take the role of four different nationalities, each a different challenge. The game comes with a fold out map of the Caribbean to guide you along in you sailing. Another highly recommended game.

Well, it's about time to close another month's work. Hopefully in the next issue I can take a hands-on review on Starflight or Ultima V. Until next time. □

Rick

## SUPPORT BOARDS

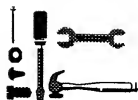
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The Keep of  
the Silver Archer  
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## A N.O.A.H. Newsbyte:

Cliff Scott, the professional musician who wowed everyone at last month's MIDI demonstration, is currently performing at the Alzona (located at the corner of Clague and Detroit) every evening, Wednesday through Saturday, throughout the months of March and April.

# TRICKS n TIPS



## Multisynch Monitors: Color And Monochrome Display For The Atari ST

by Bill Price

### COLOR BETTERS THE ST'S SC1224

Most multisynch monitors, but not all, will work with the ST's RGB output and vertical refresh rate. Advantages are operation in high resolution monochrome and both low and medium color using a single monitor. An additional advantage is the better color rendition with more differentiation in tonalities. Subtle shades are better represented than on the ST. With Sony color monitors, the colors are Kodachrome in quality—rich and saturated. On the negative side, none of these color monitors will match the sharpness of the Atari SM124 monochrome monitor. This monitor, as with other monochromes, uses single pells or pixels to represent screen images. Color monitors must use three (Red, Green, and Blue) to form the same point on a screen. As a consequence, they cannot give the crispness and detail.

### THE CRITICAL TEST— MONOCHROME SHARPNESS

If you use monochrome most of the time, as many do with Spectre Macintosh emulation, the major question is whether or not a softer and coarser monochrome display on a color monitor is acceptable for continuous use. It doesn't make sense or cents to buy one of the lower priced multisynch monitors as an economy measure just to obviate the need for two monitors where high resolution monochrome is important. And the purchase of a higher quality and higher priced monitor in the \$600 to \$650 range—such as the Sony 1304 HG or NEC 3D may not make much economical sense either. However, there are those who continue to want these types of monitors—unfortunately, I am one.

## MONITOR SWITCH BOX— ROLL YOUR OWN

The following pages give pinouts and wiring diagrams for construction of a Monitor Switch Box so that a multisynch can be used in both color and monochrome with the ST's monitor output. The box is needed to ground the Monochrome Detect line from the ST and force it to boot in high resolution monochrome. It also switches from the ST's RGB color output to Monochrome Intensity output to drive the monitor. The pinouts for all three Sony monitors (1302, 1303, and 1304) are the same. NEC monitors such as the Multisynch and Multisynch II use the same pinouts. Where Sony and earlier NECs use DB-9 inputs, the new NEC 3D uses a DB-15 connector. The NEC pinouts shown are still valid for the 3D. A converter cable—DB-9 to DB-15 supplied by NEC—will give the proper interface. This converter is also available commercially as a one-piece plug unit. Other multisynch monitors, such as the Mitsubishi Diamondscan, use different plugs. The Mitsubishi uses a DB-25 which is the same in pins and shell as an RS-232. The ST's output can be routed to these monitors with the proper pinouts and plug.

The Monitor Switch Box can be wired for any monitor output configuration. If another monitor is used, a simple conversion plug is commercially available to reconfigure outputs if both monitors use DB-9 plugs. If plugs are different for two monitors, then wire a cable with the two different terminations. The least effort and highest cost approach is to buy a cable with one of the plugs already made up. If you are good with a soldering iron, then buy the connectors and make your own cables. The ST 13-pin DIN plug is not that easy to work with. The solder or rear side has pins just like the front, and soldering wires to these contacts is not a snap. ST monitor cables, with a DIN 13 male on one end and unterminated on the other, are available from two or three sources. Try Best Electronics or Practical Solutions. A 4-pole, double throw switch (On-On) will be required for the Box. Also fit the Box with an RCA jack if you want sound routed to a stereo or self amplified speaker like those available from Radio Shack. If you have Tweety Board, this will not be needed.

## MARKET FAILURE OF SWITCH BOXES

There have been several attempts to market these monitor switch boxes, and all but the most recent have not met with success. The first reason is high price. The first box produced was overpriced in the \$200 range. The second reason is differences in pinouts and plug configurations for the variety of monitor inputs. There is no standard. The third reason for lack of success is the small ST market for alternative multisynch monitors.

Making your own box for \$35 or less in parts will give you an opportunity to try out several monitors at a dealer and select the one that is most acceptable for high resolution monochrome display. But a problem is that most dealers don't have the more expensive monitors broken out for display, and you may not be able to give one a try. Be persistent. Ask the dealer if he can recommend a customer that has a monitor you are interested in. But by all means, try before you buy to insure that the display meets with your satisfaction. Don't take the word of others because each has different levels of acceptability.

## MULTISYNCH PERFORMANCE

I have tried the homebrew Monitor Switch Box with the Sony 1303 and the NEC Multisynch and Multisynch II. The 1303 is not the quality of the 1302 which has a finer dot pitch. However, the color was excellent but the monochrome display was soft. The Sony 1302 has a .26mm dot pitch. This is a measure of the center-to-center distance between dots and is also an indicator of dot or pixel size. Until recently, the 1302 had the finest dot pitch of any color monitor on the market. And dot pitch is a better indicator of sharpness than horizontal and vertical lines of resolution. The lines are also a function of screen display size; so don't be misled by more lines resolution. It simply might correspond to a larger monitor display size. And as the monitor size increases, the dots are made larger and render a less sharp display.

But Sony is less than forthcoming in its specifications for the 1302. While touting the .26mm dot pitch, they don't publish the fact that this applies to horizontal spacing only. The vertical spacing is different, perhaps .32mm which is nothing to shout about. As a consequence, you may see black horizontal

lines that separate the color display lines. They are not dramatically obtrusive, but they are there. On the plus side, the Sony's have that superb Kodachrome color that is richly saturated. The blacks are black, and the background in monochrome is absolutely paper white. The 1302 is satisfactory for ST monochrome use.

This model is being superseded by the new 1304 HG that has a .25mm dot pitch. The specifications on this new monitor closely match those of the Apple Color Monitor for the Mac II. This monitor is made by Sony to Apple's specifications, but it is not multisynch. I use one on a Mac II and it is excellent in both monochrome and color. Because of the closeness in specifications—the only two monitors available with a .25mm dot pitch—I strongly suspect that they are the same. Sony has simply adapted the Apple version for multisynch use. And if I were to place my money on a monitor that would be highly acceptable for monochrome display with the ST (sight unseen in an actual test), it would be the Sony 1304 HG. When viewed in color on an IBM PC, the dots appeared extremely fine and it appears that the .25 pitch holds true for both vertical and horizontal.

The 1303 is not as good as the 1302 or 1304. However it did give a good monochrome display that was similar in size to the ST's color display in medium resolution. Although good, it does not come close to matching the quality of the SM124. Since I spend at least 60 percent or more of my time in Spectre/Macintosh operation, I felt that this was not acceptable for my requirements. When switching from color to monochrome, the screen picture sizes must be readjusted. When the color picture fills out the screen, the monochrome picture will be half screen size until it is adjusted. The Sony controls are in the rear, making them very inconvenient for this operation. The NEC and NEC II have their controls on the front. When making adjustments, insure that horizontal positioning is correct. When first tested, the NEC seemed to have ghosting with the character display. However this was because the screen had wrapped around and required proper positioning. The NEC display was also good. But it was not the equal of Sony in color—more pastel and less saturated.

Both the Sony 1304 and NEC 3D now have automatic screen sizing when displays are changed; so this should eliminate annoying adjustments. Additionally, both are improved over earlier models. Both would perhaps make acceptable choices for monochrome use on the ST. But I would still think that the Sony 1304 would win by more than a hair if it is anything like the Apple Macintosh monitor. Perhaps a dealer will break one out for testing when they become more plentiful and prices drop.

Sony 1304s are discounted for around \$645, and 1302s for \$575. NEC 3Ds are lower priced at \$585. The Mitsubishi Diamond scan can be found at \$499 and sometimes lower. If the 16" Nano FlexScan is a true multisynch, those who want everything can get it for just under \$900.

The following should get you started on a switch box so that you can perform your own acceptance testing. I have not tried a Princeton Graphics or Mitsubishi Diamondscan since I felt that their displays with the IBM PC were not the match of the Sony or NEC. It wasn't worth the money or effort for such a change, and a promise was made a long time ago not to compromise and throw money at something you wouldn't be satisfied with. Climbing out of that hole is too costly, and I have paid this price in both camera and stereo equipment—but never again. □

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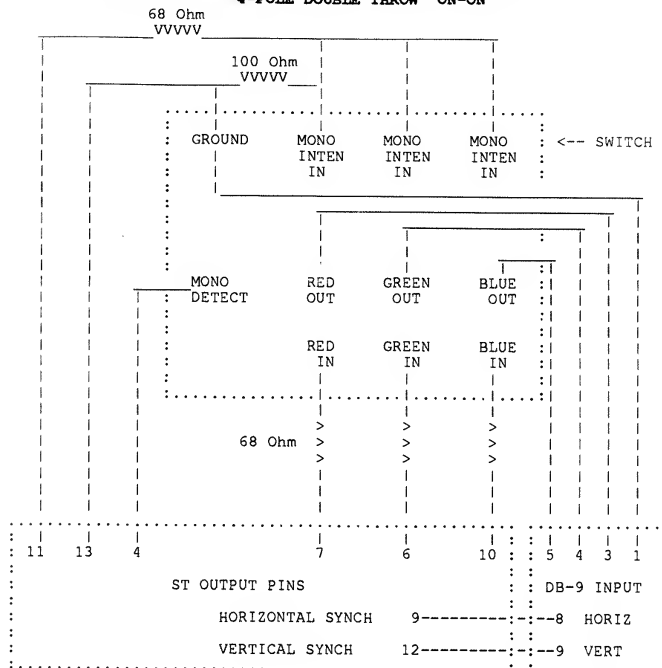
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PINOUTS FOR: ATARI ST MONITOR DIN 13 & SONY DB-9 & NEC DB-9

FUNCTION	ST	SONY	NEC
Audio Out	1	NU	NU
RF	2	NU	NU
TTL	3	NU	NU
Monochrome Detect (Switched)	4		
COLOR		NU	NU
MONOCHROME		1	6, 7, 8, 9
Audio In	5	NU	NU
GREEN (Switched)	6		
COLOR		4	2
MONOCHROME		NU	NU
RED (Switched)	7		
COLOR		3	1
MONOCHROME		NU	NU
Ground	8	NU	NU
Horizontal Synch	9	8	4
BLUE (Switched)	10		
COLOR		5	3
MONOCHROME		NU	NU
Monochrome Intensity (Sw)	11		
COLOR		NU	NU
MONOCHROME (RGB Inputs)		3, 4, 5	1, 2, 3
Vertical Synch	12	9	5
Ground	13	1	6, 7, 8, 9

NOTES: Sony 1302, 1303, and 1304 use the same pinouts. The above can be used for the NEC 3D with a DB-9 to DB-15 conversion cable supplied as standard with the 3D. ST 13-pin DIN cables with male DIN and unterminated at the other end and DB-9 plug/unterminated are commercially available. The NEC DB-9 to DB-15 converter can also be purchased separately. If problems are encountered with the NEC 3D, try disconnecting some of the grounds on pins 6, 7, 8, and 9.

**MULTISYNCH SWITCH WIRING ST DIN 13 OUT TO SONY DB-9  
4-POLE DOUBLE THROW ON-ON**



Center poles of switch (labeled as RED, GREEN, and BLUE OUT) are common output to the Sony monitor through the DB-9 connector. When switch is thrown to COLOR side (lower contacts), the ST's RGB output is fed to the common output center poles. Monochrome Detect has no output in COLOR. With the switch thrown to MONOCHROME (upper contacts), Monochrome Detect is grounded and Monochrome Intensity is fed to the three RGB outputs. Horizontal and Vertical Synchs are fed straight through from the ST to DB-9 connector. Thanks to Mike Odegard for the original circuit in file #5617 uploaded in January 1988. It works much better than my circuit that didn't use resistance.

ST MONITOR 13-PIN DIN CABLE MALE FACE

Audio Out	NU	TTL	Mono Detect
1	2	3	4
Audio In	GREEN	RED	Ground
5	6	7	8
Horiz Syn	BLUE	Mono	Vert Syn
9	10	Intens	12
		Ground	
		13	

SONY DB-9 PLUG TO MONITOR - MALE FACE

Ground	NU	RED	GREEN	BLUE	(COLOR)
and		and	and	and	
MonoDet		MonInt	MonInt	MonInt	(MONOCHROME)
1	2	3	4	5	
	NU	NU	Horiz	Vert	
	6	7	8	9	

# DB-9 CONVERSION PLUG FOR SONY TO NEC

	SONY	NEC
Ground	1	6, 7, 8, 9
Mono Detect		
NU	2	NU
RED	3	1
Mono Intensity		
GREEN	4	2
Mono Intensity		
BLUE	5	3
Mono Intensity		
NU	6	NU
NU	7	NU
Horiz Synch	8	4
Vert Synch	9	5

This plug is available in most electronic supply stores. One end is DB-9 Female for connecting to the box's output cable, and the other end is DB-9 Male that plugs into the Monitor or the DB-9 to DB-15 cable for the NEC 3D. The converter has a small printed circuit board with jumper wires to make the proper input/output configuration. The pinouts shown above are for a switch box wired for Sony output and their conversion to output configuration for a NEC monitor.

## MULTISYNCH MONITOR SPECIFICATIONS

MONITOR	DIAG SIZE	DOT PITCH mm	PIXELS HxV	LPI HxV	BAND WIDTH MHz	SCAN RATE	
						HORIZ	VERT
Atari Color Medium Res	12		640x200 128K				
Low Res			320x200 64K				
Atari Monochrome	12		640x400 256K				
Sony CPD-1302	13	.26	900x560 504K		30	50-100	15-34
NEC Plus	13.5	.33	960x720 691K	94x94	55	56-80	22-45
NEC II	13	.31	800x560 448K	81x79	30	50-80	15-35
NEC 2A NEC 3D	13	.28	Won't Synch with ST		45	50-90	16-38
Princeton Ultrasynch	11.5	.28	800x600 480K		30	45-120	15-35
Mitsubishi Diamondscan	13	.31	800x600 480K		30	45-90	15-36
Apple Mac Sony	13	.25	640x480		23		
1304HG	13	.25	1024x768			28-50	15-38

**NOTE:** Although the NEC 3D will display 1024x768 resolution, it must be driven by an IBM 8514/A card for interlaced input. Supposedly the Sony 1304 will display the above resolutions in multisynch mode. The Macintosh resolutions are for non-interlaced display. Call Sony at 1 (800) 222-0878 for more information and specifications.

# The Electronic Slate

(The ST In Education)  
by Carol Paladin



## GEOGRAPHY TUTOR by ASDE

*Geography Tutor by ASDE—Demo Version—was reviewed using a 1040 ST color system. Without the benefit of a manual, the adventure began.*

Following the usual boot up procedure, "Around The World In 80 Days" entertained the Atarian while a world map was displayed. With anticipation, this reviewer waited for...what's this—a black screen followed by a simple desktop? Ok, selections made from the options included the national anthem and identifying regions. Europe was the only option available on the demo version, thus it was selected. Pick-and-click highlighted the region in black, played the anthem and displayed the name of the capitol below the map. After a couple of clicks, this reviewer wanted to know where the program best reflected its power. Pick and click...Country and Capital Quizzes certainly didn't reflect power. Pick and click...Compare option allowed the Atarian to read trivia-type data.

Great news! This program included an EDITOR. This is great because the data in-

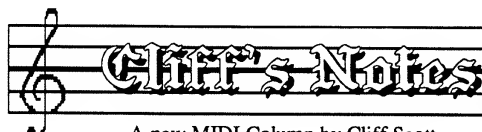
volved with such a program will need updates as the 1990 World changes so rapidly. The data base contains 20 fields. Perhaps the demo version housed several bugs. During the exploration, repetition occurred before the completion of a series...drill and practice without completion before repetition? This reviewer questions this method as an acceptable practice. With this slow moving program, lack of interest on the part of the Atarian may not be compatible to conclusion of the selected option.

To be fair to ASDE and the program, I would like to call attention to the fact that another reviewer felt that this is the type of program needed to promote the ST in the field of education. Bob Coulter believed that the ability to recognize geographical shapes was worth the investment.

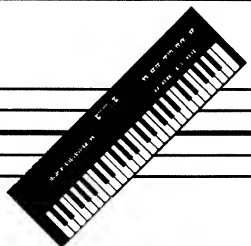
Sorry ASDE and Atarians, I'm a fairly particular parent and Elementary Computer Lab organizer-volunteer. Programs in the \$40 range usually have more to offer. □

NOTE: Geography Tutor was reviewed by Bob Coulter in ST Informer, Issue #30, December 1989.

## Coming Next Month:



A new MIDI Column by Cliff Scott.





# North and South



Review by  
Gary "Archer" Turton

When I booted up North and South, I really had no idea what was going to happen to me. It is very rare that I find an action game that can get me involved—North and South is an exception. Don't let the title fool you, it is not just a simulation of the Civil War...not at all! North and South is more along the lines of "The Bad News Bears Do The Civil War!"

The game, on the whole, is similar to RISK or MONOPOLY. You can play against

the Computer or a human opponent. Each person takes a turn, either moving an army into an empty land area or one with the enemy in it. If the enemy is in the area you moved into, a battle begins. The object: Take over all the territories and win the war. If this was the extent of the game, I would have fallen asleep. I have played this scenario many times before—Defender of the Crown, War in Middle Earth, and SSI Games. But North and South does not stop there!

The entire game is complimented by cartoon characters doing things here and there on the screen. I won't go into what they do (why ruin it for you?), but I will say that most of their antics caught me off guard! A few options make the game a little more interesting, but the idea remains the same.

I do recommend North and South, if for nothing else than the programmer's sense of humor. The graphics are great and playability is no problem. It is one of those games that you can boot up when you're in a blah mood and get a few laughs out of. On Archer's Chart it rates a 7.5 out of 10. □

## PUZZLE BREAK

(Solution in next month's N.O.A.H. Newsnotes!)

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# N O A H

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*April 1990*

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1 Daylight Savings Time Begins	2	3	4 C.A.C.E. Meeting 7:30 pm at Clev. Hts. Library	5	6	7
8	9	10 T.A.P. Meeting 7:30 pm at Lakewood Office of Aging	11	12 Last Day for Newsletter Articles	13 Good Friday	14
15 Easter	16	17	18	19 N.O.A.H. Meeting 6:30 pm at Parma Library	20	21
22	23	24	25	26	27	28 PACE Atarifest
29 PACE Atarifest	30	31				Join the REVOLUTION™

# Atari ST Software

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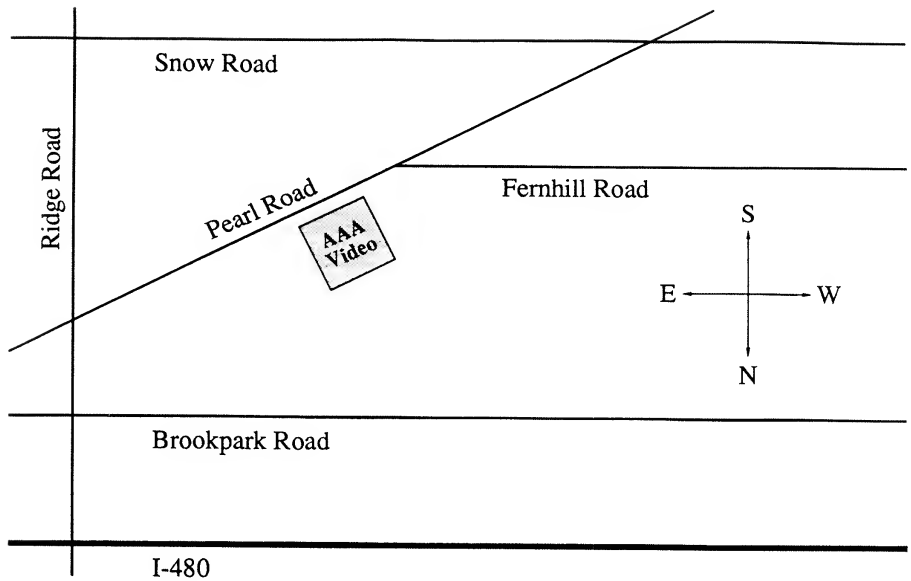
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*N.O.A.H.* Newsnotes

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